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INSCOM
GRILL FLAME
PROGRAM

SESSION REPORT

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CLASSIFIED BY:MSG,DAMI-ISH
DATED: 051630ZJUL78

REVIEW ON: April 2001

ORCON

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SUMMARY ANALYSIS
REMOTE VIEWING (RV) SESSION DCC-26

1. (S/NOFORN) This report documents a remote viewing session conducted in compliance with a request for information.
2. (S/NOFORN) The remote viewer's impressions of the target are provided as raw intelligence data, and, as such, have not been subjected to any intermediate analysis, evaluation or collation. Interpretation and use of the information provided is the responsibility of the requestor.
3. (S/NOFORN) The protocol used for this session is detailed in the document Grill Flame Protocol, AMSAA Applied Remote Viewing Protocol (S), undated.
4. (S/NOFORN) Following is a transcript of the viewer's impressions during the remote viewing session. At TAB A are drawings made by the remote viewer reference his impressions of the target site. At TAB B is target cuing information provided the remote viewer.

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CAUTION STATEMENT - SESSION TNG-4

Analytic personnel are advised that portions of session TNG-4 may be a direct result of inadvertent cuing prior to the date on which the session was held.

SG1B The Remote Viewer has stated that he was previously exposed to [REDACTED] SG1A
of the probable location [REDACTED] prior to the target individuals departure.
While this may not constitute prior knowledge of actual location due to the
number of stops the target individual might make, it does at the very least
create a severe overlay problem. This overlay may also be compounded by

SG1A

[REDACTED]

SG1B

The Remote Viewer has stated however he does not possess any knowledge pertinent
to [REDACTED] its physical lay out or constructed design. He
has stated a firm belief in probable accuracy as pertains to [REDACTED] SG1A
scribed [REDACTED] regardless of location.

SG1A

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TRANSCRIPT

REMOTE VIEWING (RV) SESSION DCC-26

TIME

#14: This will be a remote viewing session for 13 April 1981.
Mission time is 0900 hours.

All right #01, this will be a pre-session briefing, ah... SG1B
according to my information your target for today who is [REDACTED]
is somewhere other than the continental United States, where-
abouts I don't know.

#01: OK.

SG1B

#14: Ah...what I'll ask you to do is to focus on [REDACTED] and describe
his surroundings, in as much detail as you possibly can get...

#01: OK.

SG1B

#14: Ah...I want to know where in the world [REDACTED] is located, and then
I want to know if there is anything that [REDACTED] should be concerned
about at his location, and the time window we will be looking at
seeing as we don't know where in the world he is we will shoot for
1500 hours in the afternoon local time wherever [REDACTED] is.

#01: This is the 13th, right?

SG1B

#14: Right.

#01: OK.

#14: End of pre-mission brief.

SG1B

#14: Alright #01, your time is now 0900 hours. And your mission for
today is to locate [REDACTED] We want you to relax, relax, concentrate
and focus on [REDACTED] and describe his surroundings.

#01: Thin water...sunlight...just a minute... SG1B

PAUSE

#01: Very bright sunlight. White. Gray. Light brown and gray buildings.
Modern. Many modern buildings. Looks a lot like a new city.

PAUSE

#01: Ah...building he is in is ah...borders like a modern highway, four
lanes. Impression of...new road. Four lanes. Very modern buildings
on both sides, wide sidewalks. Hotel...looks like a holiday Inn or
something across the street...maybe a...Marriott type of hotel.
Getting an X patten like a white grill work...criss-crossed stone or
brickwork. Building is in is three stories possibly four,

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three for sure, very modern. Very airconditioned...its very hot. The city is near water...like a.....inlet type water, could be a gulf or something. See large sand piles by the water. I'm drifting, I'm trying to get back to [REDACTED].

PAUSE

SG1B

SG1B

#01: See a lot of white gowns...like Arab type of clothing. Seeing a lot of American Cars though. [REDACTED] is in a...second or...second or third floor end of this building. Sun is very bright...bright roomy room, very open room, lot of glass on one wall.

SG1A

SG1B

#14: Focus on [REDACTED]...what is [REDACTED] doing at this time? Its three oclock in the afternoon, target time, what is [REDACTED] doing at this time?

SG1B

#01: He's filling out some kind of paperwork. Sitting at a table...small table... there is a portable box of somekind with a digital face sitting on the table. Cage or something...roll around wire...its got like a U shaped antenna. It's like its doing some kind of an automatic scan. He's taking notes of some kind. There is very little wood in this room...there is a lot of concrete...its very modern. Concrete, plastic, glass...lot of glass. Doesn't seem to be a lot of wood. Its good furniture, very good furniture...shag type carpet. Plants...lots of plants. A very...just a minute.

PAUSE

#01: He doesn't get hassled too much in this country, but he does get followed though. They know who he is, they know why he is there, but he is not hassled, because I don't get a threat feeling here. I see a lot of Moorish Arches...a lot of concrete. Wait a minute. One section of the....derricks....hundreds of derricks. Pumps. Then I get American cars.

SG1A

#14: Is there anything that [REDACTED] should be concerned about?

#01: Just a minute.

PAUSE (long)

#01: Get a feel for a...multi-national companies are represented in the city. Many, many foriegn nations represented here...but they all have a very low profile...but a...foreign community is small enough that everybody parties together...sees, spends a lot of time together, with one another....lot of big business representatives. Engineers. Low profile...but...I don't ah...I don't see any high level thing he should look out for...its like all intra-company. Let me work on it a minute.

#14: OK.

PAUSE (long)

#01: Ah...getting a small...apparently a small party room. Bar...very tiny bar. And a...soldiers...or...guards....marine corps guards I think. I'm getting an impression of ah some kind of wire device or something...some kind of wire under the edge of the bar.

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I don't know where this place is..its like in the building...but it doesn't make sense. Why a bar? It's the only place I get anything...its in the this bar.

#14: OK.

#01: I don't understand why.

SG1B

#14: I want you to again concentrate on [REDACTED] and give me your raw impressions of where in the world you think you are.

PAUSE

SGFOIA3

#01: Looks like its up around the edge of the gulf...the Persian Gulf. I don't...I think that I am getting overlay...I keep wanting to say [REDACTED] so I don't know if its overlay...or...I just keep coming up with the Persian Gulf.

#14: OK.

#01: I'm not for sure if its overlay or not.

#14: But we do know that it is near a body of water...that it is very hot there.

#01: Desert...lot of desert. There is oil wells...derricks...mounds of sand by water...neon lights, very modern city, neon lights in Arabic. Lot of red, blue and green colors in the neon lights, but the buildings are all like gray and brown, light brown, white. Small patches of green. City looks like a large industrial areas when they are being constructed...just everything bulldozed flat...no grass...poured concrete everywhere. Keep ah...Its like [REDACTED] is working the...either a lounge or the residential area of the embassy there. Front looks very modern...black glass...lot of overhang...some kind of grill work in concrete. Like a decorative wall or something of concrete out towards the street. Out to the left. Thats all I get.

SG1B

#14: OK. I have no further questions. Is there anything else that you would like to add, or elaborate on at this time?

#01: No thats all.

#14: OK. We will end the session at this time and pause for debrief.

PAUSE

#14: We are now ready for debrief.

#01: OK. Page one, this is a picture of the front of the embassy, and I get a very wide flat overhang, with some heavy support columns in concrete. A lot of paved sidewalk area...mainstreet...high up windows Ah....its a gray and white building. I get a cross hatched pattern in concrete but I'm not sure exactly how wide it is, but it is very tall. I get a false wall with planters on the left.

SG1B

Page two, is a room somewhere in the embassy, and that is where [REDACTED] is. I get him sitting next to a table with writing material and I have

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an electronic scanner type device sitting on a wire type table. Ah...I don't get a feel for very much wood in the room, everything is plastic...glass...leather. Get a lot of plants on one end down next to the glass wall. And the walls are all poured concrete...very hard, there is nothing in them...and I don't get a feel for any devices in this room. The way I see the layout of the embassy proper is...its all walled inside a rectangle. And...its shaped sort of like an L with a corner. There is a drive in/drive out area which is an auto parking area on the interior of the exterior walls. The embassy proper is right in the front, and there is a hotel like building on the left that has the PX and all of that kind of stuff in it. Residential type area and then there is a residence to the rear. Parking on the left, the main road to the front. And the basement bar area is like to the rear bottom, corner of the hotel like building. The way I see the city layout is like on a gulf or sea. And I've outlined the section that's city and then I have some oil fields or what look like oil fields cause there is derricks sticking up out of the ground. A couple hundred of those to the north-west, the rest of it is surrounded by the desert and its not a very big area. And that may be why I assumed it was Kawaii. Its either that or I am getting overlay, one or the other. Ah...

Page five. The one device that I was interested in...if it is a device, is in the corner of either a booth or a wall in the bar of the basement area of the embassy, and its like wedge up under some wooden ledges that are built right into the built in seats in the corner...and ah...I think that this may be like the Marine bar or something. The only other thing that I want to say is that ah...I don't really...have...I...you know I don't get a feel for anybody trying to go all out to bug this place...because I...I do get a...get a bad feeling about this embassy though. Its like a party embassy. Everybody knows everybody else, you know, everybody is very clickish here...for some reason...and it may be because of the local inhabitants religion or something that they all click together in a group all the europeans, business men, and everything. And that everybody knows everybody else's business anyway. And ah...just its a party embassy. And I don't have a feel for anybody needing to bug anything to get what they want. And I hate to say that that way, but thats the feeling...the gut feeling that I get. Another reason why I might interpret it as being kawaii. And thats all that I got.

#14: OK.

SG1B

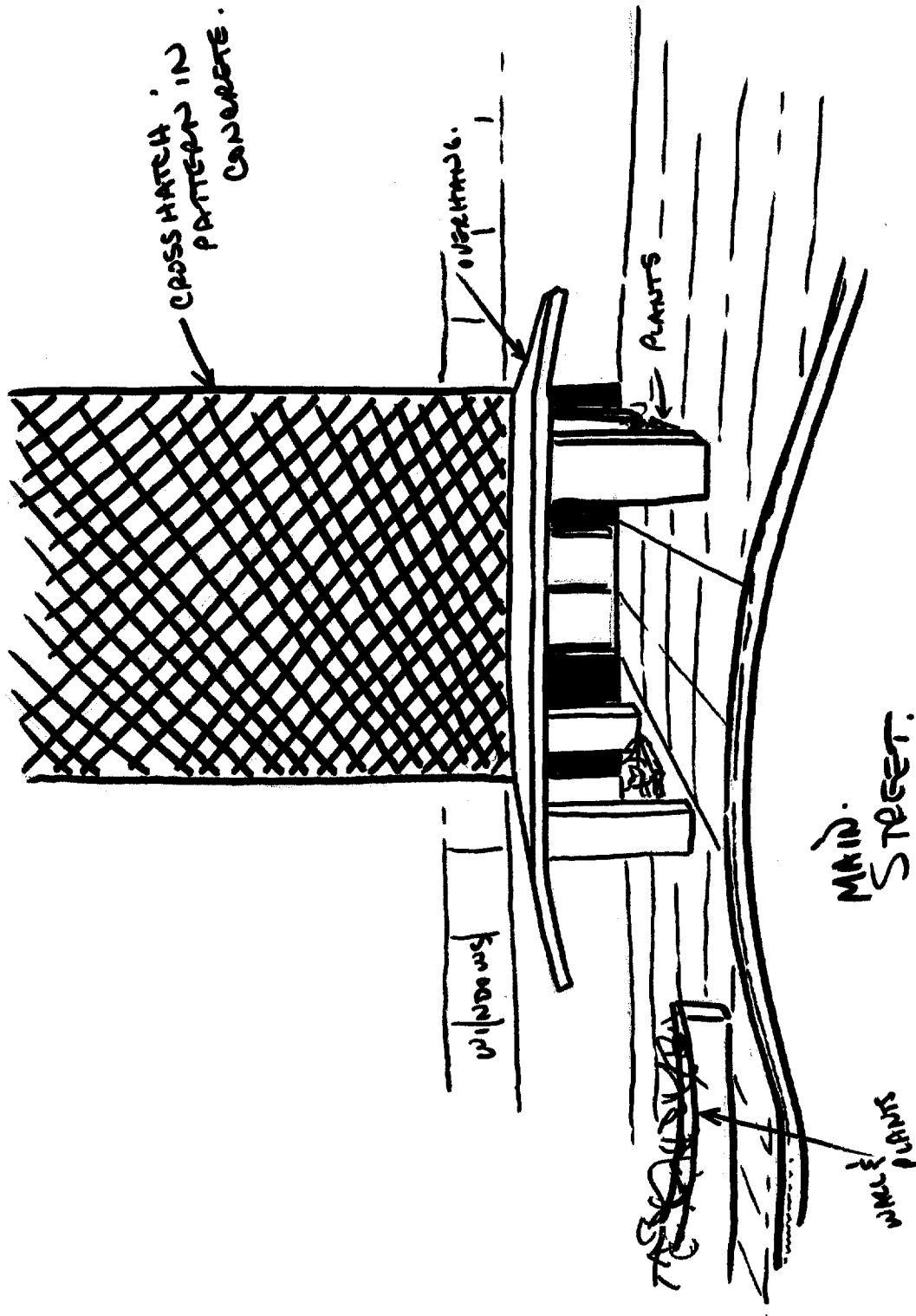
#01: Ah...one other thing, before we shut the tape off...in this I would request in the future when I am going to work [REDACTED]...really should know by name the fact that I am going to work [REDACTED] you know...at least the day before hand. That way because it takes a little longer to get my head right for...you know...person to person contact, and thats necessary. And thats all I got.

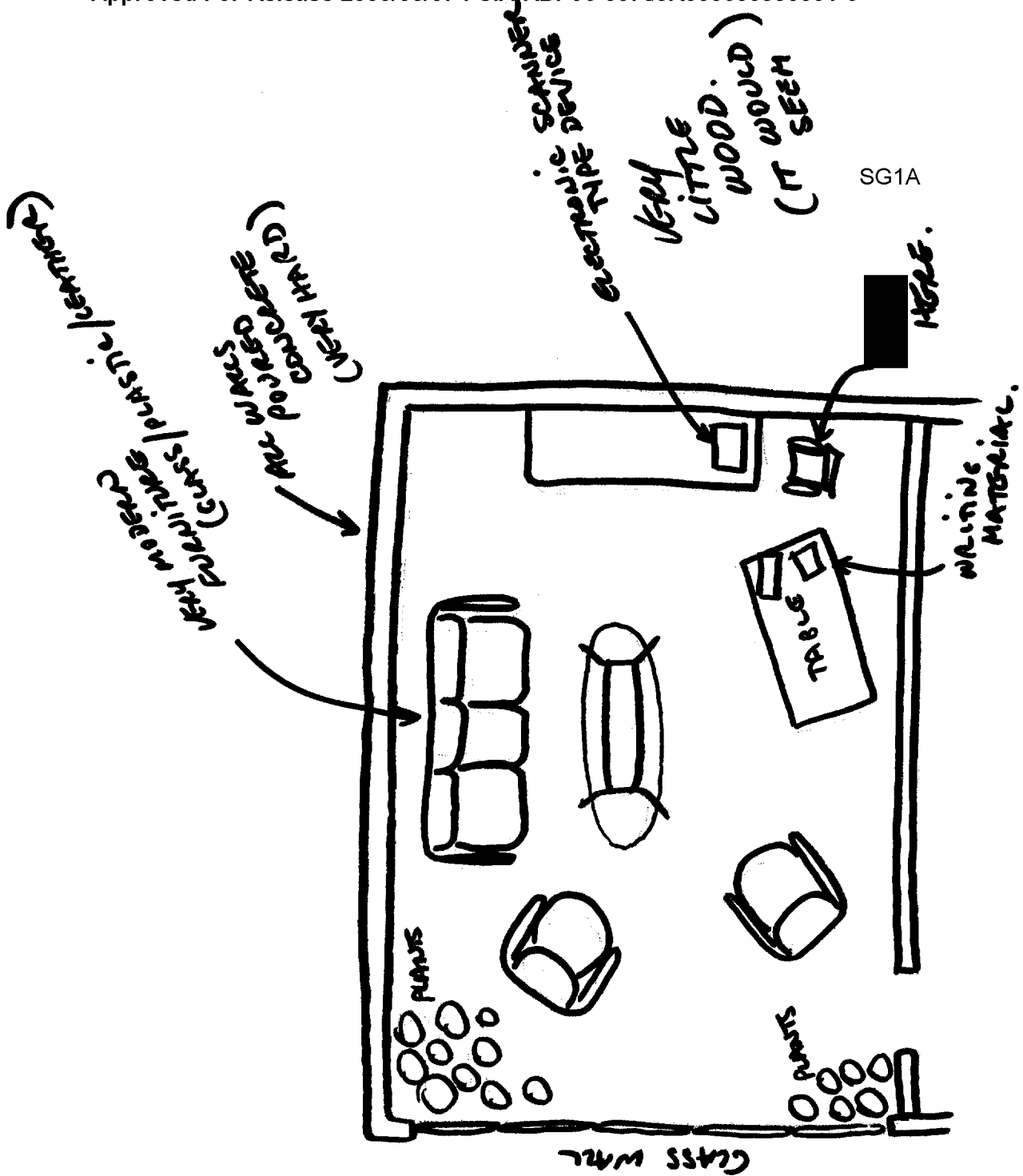
#14: OK. End of session.

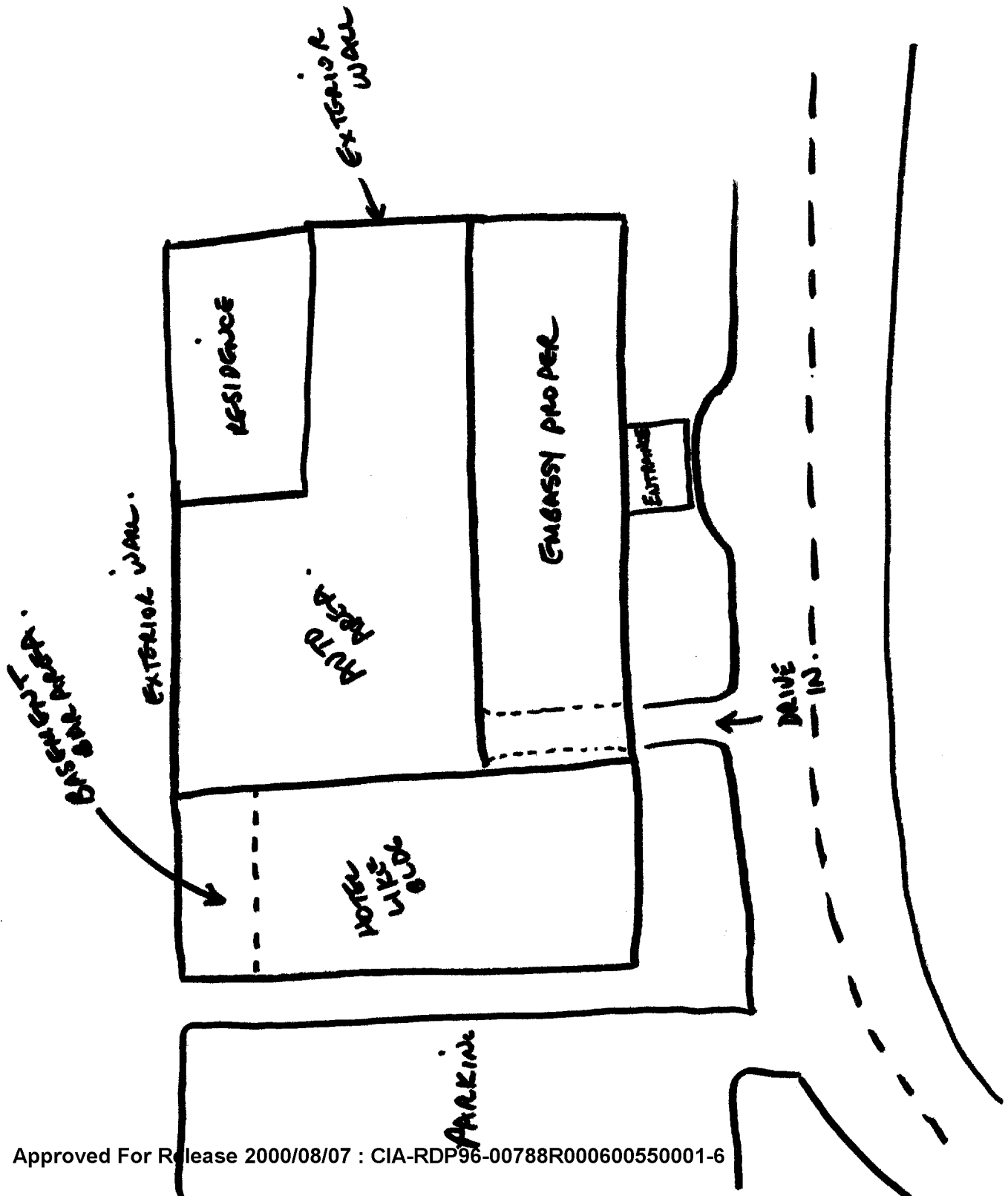
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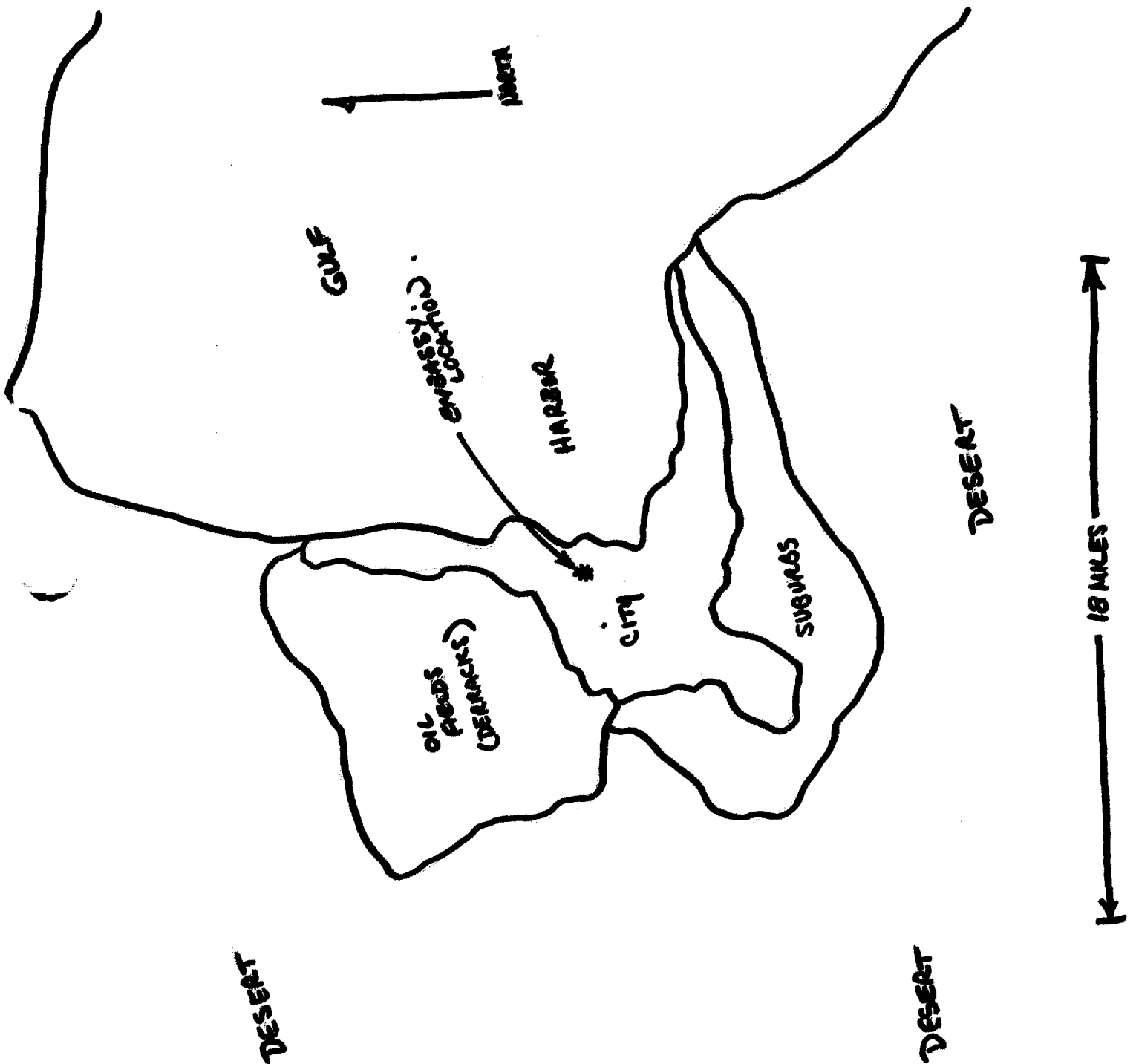
TAB

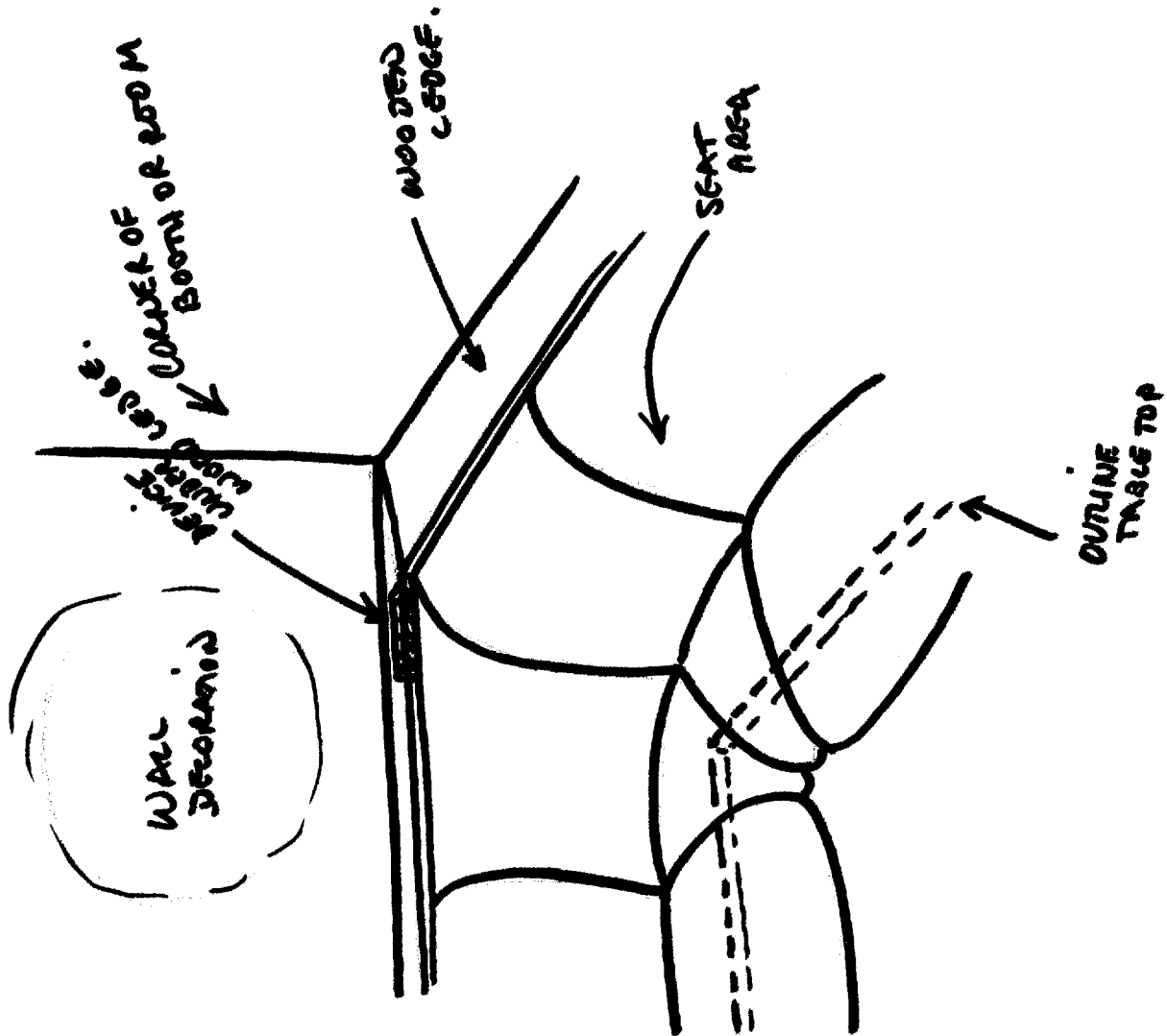
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CORNER OF
EITHER BOOTH
OR WALL OF
BAR IN BASEMENT
AREA OF EMBASSY
ASSOCIATED WITH
MARINE OR ARMY TYPE
GUARDS

TAB

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TARGET CUING INFORMATION
REMOTE VIEWING (RV) SESSION DCC-26

SG1B
1. (S/NOFORN) Prior to this session the remote viewer was told that his mission for today would be to locate [REDACTED] and describe his surroundings, determine where [REDACTED] is and if there was anything that [REDACTED] should be concerned with at this time. SG1B

SG1B
2. (S/NOFORN) The location of [REDACTED] was unknown to the viewer and interviewer, therefore a time window of 1500 hours, local target time, on the 13th of April 1981 was used for this session.

3. (S/NOFORN) Viewer stated some concern during session that location identified as Kawait may be overlay, or originate from some other mental input than strictly a remote viewing source.

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